

# Scope Graphs: The Story so Far

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# Names in Programs

- ✦ Programmers Love Abstractions!
- ✦ Perhaps most popular: Names
  - ✦ Abstract over Memory Locations
  - ✦ Later: Modules, Types, etc.
- ✦ Many Tools Manipulate Names

# Audience Poll

This Java program is ...

- A. well-typed.
- B. well-typed if any class A exists.
- C. untypeable, there is not enough information.
- D. ill-typed.

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class B extends A {  
    B self() { return this; }  
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```
$ javac B.java
```

```
B.java:2: error: incompatible types: B cannot be converted to A.B
```

```
  B self() { return this; }  
                    ^
```

```
class B extends A {  
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}  
  
class A {  
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```



# Traditional Approach: Environments

$$\frac{\frac{x:\tau \in \Gamma}{\Gamma \vdash x:\tau} \text{T-VAR} \quad \vdots}{\Gamma; x:\tau \vdash e:\tau} \text{T-LAM}}{\Gamma \vdash \lambda x:\tau. e:\tau \rightarrow \tau'} \text{T-LAM}$$

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Binding Propagation follows Derivation Tree.



# Scaling to Real-World Languages

- ✦ Non-Lexical Binding
- ✦ Possible Encodings
  1. Low-Level: Explicit Staging
  2. High-Level: Non-Algorithmic

```
class A {  
    static void f() { B.g(); }  
}  
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**Cannot have Declarativity and Executability!**

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- ✦ Lexical: Tree-shaped Name Distribution.
- ✦ Non-Lexical: Generalize to Graphs!

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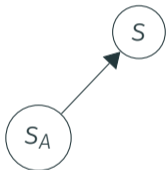
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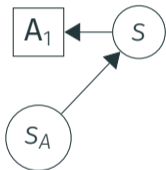


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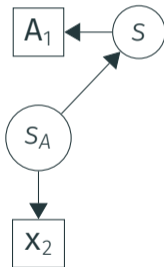


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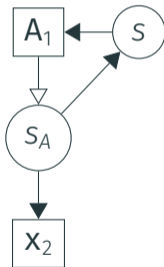
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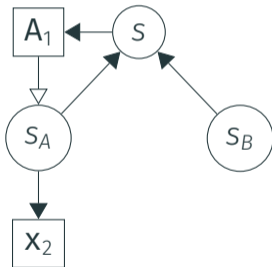


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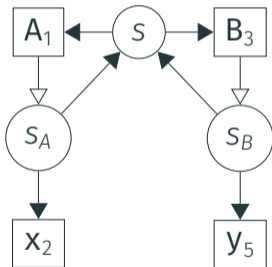


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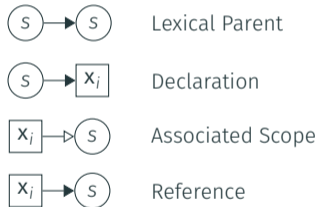
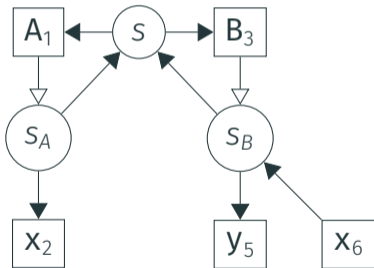


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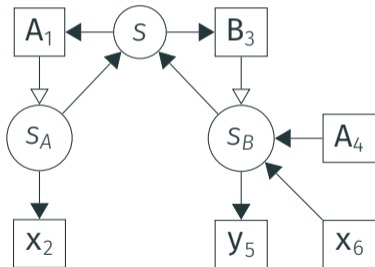
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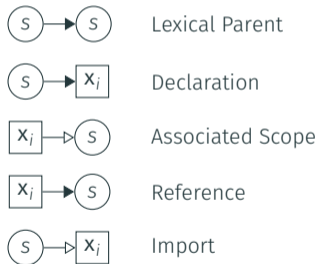
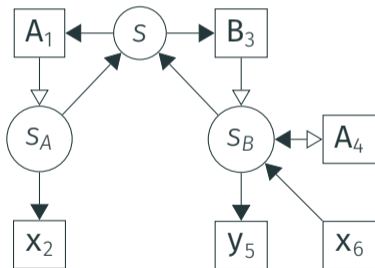


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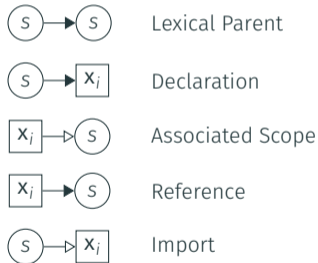
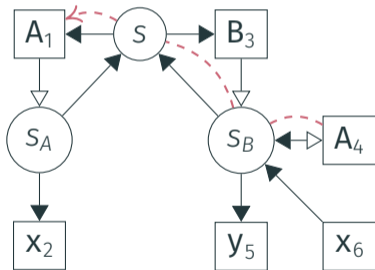
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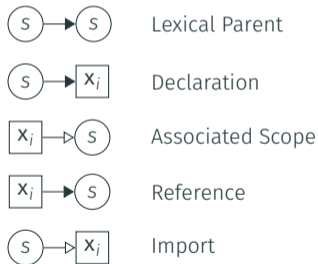
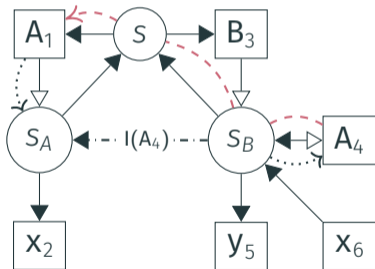
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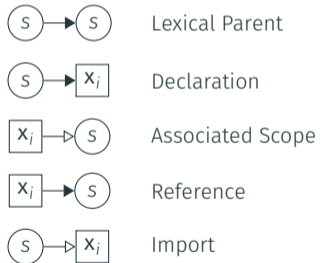
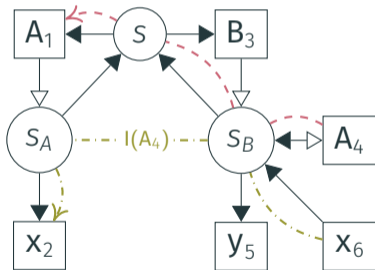




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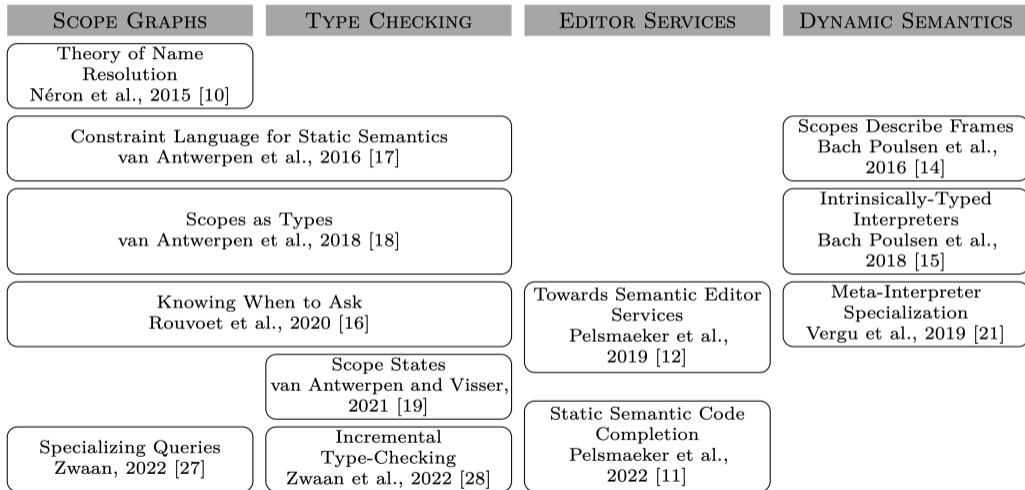
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# What Problems do Scope Graphs Solve?

- ✦ Declarative Specification of Name Binding
- ✦ Generating Type Checkers (Scheduling)
- ✦ Support Reasoning about Type-Safety
- ✦ Support Tooling: Editor Services/Refactorings

# Overview: See Paper



■ **Figure 1** Overview of publications related to scope graphs.

Names are Ubiquitous in Programs.

Name Binding is Intricate.

Scope Graphs Support Versatile Program  
Analysis/Transformation Tools.